WHAT IS CLAIMED IS:

1. A method, comprising:

determining that a display unit is to be in an off state; and

arranging for an opaque graphical user interface window to be created in response to the determination.

2. The method of claim 1, wherein the opaque window occupies substantially all of a graphical user interface area.

3. The method of claim 1, wherein a plurality of windows may co-exist in the graphical user interface and the opaque window is created such that it would be displayed on top of other windows.

4. The method of claim 1, wherein the off state is associated with a system's low-power state.

5. The method of claim 1, wherein said determining comprises:

receiving from a user a request to turn off the display unit.

6. The method of claim 1, wherein said determining is based on a period of relative inactivity.

7. The method of claim 1, further comprising:

determining that the display unit is to be in an on state; and

arranging for the opaque window to be removed.

8. The method of claim 1, wherein the display unit is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, and (vi) a game system.

9. The method of claim 1, wherein at least one of said determining and said arranging is associated with at least one of: (i) a software application, (ii) a hardware device, (iii) an operating system, (iv) a driver, and (v) a basic input/output system.

10. An apparatus, comprising:

an input to receive an indication that a display unit is to be in an off state; and

a device to arrange for an opaque graphical user interface window to be created in response to the indication.

11. The apparatus of claim 10, wherein the opaque window occupies substantially all of a graphical user interface area.

12. The apparatus of claim 10, wherein a plurality of windows may co-exist in the graphical user interface and the opaque window is created such that it would be displayed on top of other windows.

13. The apparatus of claim 10, wherein the off state is associated with a system's low-power state.

14. The apparatus of claim 10, further comprising:

wherein the device is to further arrange for the opaque window to be removed when the display unit is to be in an on state.

15. The apparatus of claim 10, wherein the device is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, and (vi) a game system.

16. An apparatus, comprising:

a storage medium having stored thereon instructions that when executed by a machine result in the following:

determining that a display unit is to be in an off state, and

arranging for an opaque graphical user interface window to be created in response to the determination.

17. The apparatus of claim 16, wherein the opaque window occupies substantially all of a graphical user interface area.

18. The apparatus of claim 16, wherein a plurality of windows may co-exist in the graphical user interface and the opaque window is created such that it would be displayed on top of other windows.

19. The apparatus of claim 16, wherein the off state is associated with a system's low-power state.

20. The apparatus of claim 16, wherein said determining comprises:

receiving from a user a request to turn off the display unit.

21. The apparatus of claim 16, wherein execution of the instructions further result in the following:

determining that the display unit is to be in an on state; and

arranging for the opaque window to be removed.

22. The apparatus of claim 16, wherein the display unit is associated with at least one of: (i) a desktop personal computer; (ii) a mobile system, (iii) a workstation, (iv) a server, (v) a set top box, and (vi) a game system.

23. The apparatus of claim 16, wherein at least one of said determining and said arranging is associated with at least one of: (i) a software application, (ii) a hardware device, (iii) an operating system, (iv) a driver, and (v) a basic input/output system.

24. A computer system, comprising:

a random access memory unit to store graphical information;

a processor to execute an operating system associated with graphical user interface windows, wherein an opaque window is created in response to a determination that a display unit is to be in an off state.

25. The computer system of claim 24, wherein the opaque window occupies substantially all of a graphical user interface area.

26. The computer system of claim 24, wherein a plurality of windows may co-exist in the graphical user interface and the opaque window is created such that it would be displayed on top of other windows.